

WHAT IS CLAIMED IS:

1. A gaming device comprising:

a gaming terminal, configured for playing at least a first game;

a button for pressing by a game player as a part of said game;

a biometric device for measuring biometric data of the game player by sensing said biometric data through said button as it is pressed by the game player.

2. The gaming device of claim 1 in which parameters of a fingerprint of the game

player are sensed directly through said button as said biometric data, said button being transparent.

3. The gaming device of claim 2 in which said terminal carries a comparator for comparing the parameters of the game player's fingerprint with parameters obtained from another source, for player identification.

4. The gaming device of claim 3 in which said other source comprises data received from a data storage device carried by the game player.

5. The gaming device of claim 4 in which said data storage device is a "smart card", comprising a microprocessor.

6. The gaming device of claim 4 further comprising a device for storing the measured biometric data of the game player for later access.

7. A gaming device comprising:

a gaming terminal, configured for playing of at least a first game;

a button for pressing by a game player as part of said game;

a biometric device for measuring parameters of a fingerprint of the game player as the player touches the button by sensing the biometric data through the button as it pressed by the game player;

 said terminal also carrying a comparator for comparing the parameters of the game players' fingerprint with parameters obtained from another source, for player identification; and further comprising a device for storing the measured biometric data of the game player for later access.

8. The gaming device of Claim 7 in which said other source comprises data received from a data storage device carried by the game player.

9. The gaming of Claim 8 in which said data storage is a "smart card" comprising a microprocessor.

10. The gaming device of claim 7 in which parameters of a fingerprint of the game player are sensed directly through said button as said biometric data, said button being transparent.

11. A gaming method comprising:

 acquiring first biometric data of a game player by observing said data through a button of a gaming machine when touched by the game player;

 comparing said biometric data with second biometric data provided by another source; and

 activating said gaming machine for play by the game player if said first and second biometric data have a close similarity.

12. The method of claim 11 in which said first and second biometric data each comprise parameters of a fingerprint.

13. The method of claim 12 in which said second biometric data is obtained from a data storage device carried by the game player.

14. The method of claim 13 in which the data storage device is a "smart card" comprising a microprocessor.

15. The method of claim 10 in which said second biometric data is obtained from a data storage device carried by the game player.

16. The method of claim 15 in which the data storage device is a "smart card" comprising a microprocessor.

17. A method for authenticating the user of electronic apparatus, which comprises:
acquiring first biometric data of a user by observing the data through a button of an electronic machine when touched by the user;
comparing said biometric data with second biometric data provided by another source;

and

activating the electronic apparatus for use if the first and second biometric data have a close similarity.

18. The method of Claim 17 in which said first and second biometric data each comprise parameters of a fingerprint.

19. The method of Claim 17 in which said second biometric data is obtained from a data storage device carried by the game player.

20. The method of Claim 19 in which the data storage device is a "smart card" comprising a microprocessor.

21. The method of Claim 17 in which said first biometric data of the game player is directly observed through said machine button when touched by the game player, said button being transparent.

22. The method of claim 17 in which, if said first and second biometric data do not have said close similarity, said first biometric data is electronically stored.

23. The method of claim 11 in which, if said first and second biometric data do not have said close similarity, said first biometric data is electronically stored.

24. The method of Claim 11 in which said first biometric data of the game player is directly observed through said machine button when touched by the game player, said button being transparent.

25. The device of claim 1 in which said biometric device senses said biometric data directly as a signal passing through said button.

26. The device of claim 7 in which said biometric device senses said biometric data directly as a signal passing through said button.